

Guide to Links on “LA Skills Web Sites-B”

Vocabulary

Charlotte's Web: Pick the Perfect Word

Click and drag words to Charlotte's web if they are the correct part of speech – Fern for nouns; Mr. Zuckerman for verbs; and Wilbur for Adjectives.

Feed the Fish

From Sheppard Software. After you click Play, the cursor has a "worm" attached. The object is to feed the worm to a fish with a noun on it. Click the fish to feed it the worm. Only one of the five fish pictured is a noun.

Noun Dunk

The alien is playing basketball, and each basketball has a word on it. Click the correct part of speech to help the alien score a basket.

Nouns & Verbs

From ABCya. Choose Nouns, Verbs, or Nouns & Verbs. A sentence appears, and students must click every part of speech. If done correctly, the monkey gets a scoop of ice cream; if incorrect, the monster gets the scoop. Object is for the monkey to get 10 scoops before the monster does.

Whack-a-Verb

From Sheppard Software. Just like in Whack-a-Mole, the object is to bop the "verb robot" on the head when it pops out of its hole.

Adjective Adventure

From Sheppard Software. After you click play, the cursor has a fly attached. The object is to feed the fly to a spider that has an adjective on it.

Good-Better-Best Trampoline Game

Use the comparative and superlative adjectives to identify the pictures you see.

Free Rice

Vocabulary game – students click the matching word. For each correct answer, the World Food Programme donates 10 grains of rice to help end hunger.

Hig Pig

Type the one-syllable rhyming words that match the definition (i.e. "an indoor rodent = "house mouse").

Higgy Piggy

Type the two-syllable rhyming words that match the definition (i.e. "a humorous long-eared mammal" = "funny bunny").

Match and Make Oxymorons

Match the words that make an oxymoron.

Unscramble

Choose Category, then Easy, Medium, or Hard, and timed or untimed. When student correctly unscrambles the word, he hears applause and sees stars. Clicking the Back icon in the game sends you back to the beginning, where you can choose the same category again (different word) or a new category, but it does go just one word at a time.

8 Letters in Search of a Word

Student is given 8 letters and tries to find every word that can be made with those 8 letters. Bonus points for finding the 8-letter word!

Idioms and Slang

Choose the correct translation of the idiom.

Analogies

Fourteen different levels to challenge your understanding of analogies.

Analogy Game

Choose the word that best completes the analogy.

Clueless Crossword

Students complete a crossword using only given letters. Words must make sense going both across and down.

Eye on Idioms

Students choose from a drop-down list the idiom that would correctly complete the sentence. There are also blanks for students to type the answer to "What is the metaphorical meaning of the idiom?" and "Use the idiom in a sentence." Students can print their answers.

Save the Words!

Not really a game, but a fun site. Lots of obscure words are about to be eliminated from the English language unless we take a pledge to get them back into common usage. As you mouse over the words, they say things like "Hey! Over here!" or "Pick me! Pick me!" When you find a word you like, you can adopt the word and pledge to use it to the best of your ability in ordinary conversation.

Word Clouds

Kid-friendly version of Wordle – students type words into a box. Students type words into a box and then click the arrow. A Word Cloud appears. Words that are repeated do not appear more than once on the Word Cloud, but unlike Wordle, the size of the word doesn't seem to have anything to do with how many times it appears. There are options to Randomize, and to change the font, color & layout.

Spelling

Alpha-Bot

Three different difficulty levels. Students listen to a word, then try to spell it by sliding the correct letters into the box where the word is to be spelled. The letters are in a grid and can be slid both vertically and horizontally. Involves some strategy skills, too, as the correct letter might have to be moved horizontally to the correct column, then vertically into place, OR vice versa. The correct letters for the word are not always where you might think, so you have to figure out how to get them to the place where they will help you.

Look-Cover-Spell

Students study a list of words, then click the Go button. They are given one word at the top of the next page, then an animated hand comes in and covers the word. Students type the word from memory and then click Check. You can change the given words to other specific words OR generate a new list of words by spelling pattern or topic.

Spell-a-Roo

Choose Beginner or Intermediate. Students read a sentence that has two words underlined. They click on the word that is misspelled.

Spell that City!

Students select from two choices the correct spelling of U.S. cities.

Word Strips

Find four-letter words by sliding the word strips to the correct position. Easier than Alpha-Bots (above) because the strips can only be moved vertically, not side-to-side.

Word Slamm

Students try to make the longest word from a selection of letters before time runs out. Letters appear one by one and must be re-arranged. You get more points for longer words, so students who are a little patient will get more letters to choose from and be able to make longer words & score more points.

Write a Postcard

Click on the phonemes you hear, then practice choosing and typing the correct ones yourself.

Jumble for Kids

Kids' online version of the popular unscramble game.

Letter Blocks 1-2

Students make words by clicking the letters that are adjacent to each other. More points for longer words. Double-click the last letter of the word, and all the letters go away as the higher blocks fall down and take their place.

Letter Blocks 3

Same as above, slightly different interface.

Spellbound

Choose from three levels. Look at the word before it unscrambles, then see if you can put the letters back in the correct order.

Spelling Wizard

Students enter up to ten spelling words. They can then choose to make a spelling Scramble or a Word Search from those words.

Spin and Spell

Students can choose from five different categories of words, then they click on a picture from that category. When they click the picture, they hear the word spoken then click on the spinner to spell the word correctly.

Stay Afloat

Hangman-style game. Students choose a category and click the button to start playing. Clicking the correct letter will add it in the correct spot in the word; clicking a wrong letter will add an item to the boat. If the boat gets too heavy before all the correct letters are found, it will sink.

Unscramble and Spell

Students click and drag letters to create a word. Clicking on "Hint" will give them a definition of the word. They can also click "Skip" to go to the next word.

Word Scramble #1 & #2

Rearrange the letters to form a word. Click "Hint" to make sure you are spelling the correct word. Speed counts!

Fish 'em Up

After reading the directions about adding affixes, students can select "Double or Not?" or "Change the Y?" They must click the fishing rod with the correct affix to pull up the word.

Flip-a-Chip

First read the sentence with the missing words and predict the word that would most make sense in the sentence. Flip the chips to create a word with an affix. Then drag the word to its correct location in the sentence.

Irregular Plurals Concentration Game

Concentration-style game; students find the pairs containing a word and its plural.

Irregular Plurals #2 (-os, -oes)

Click and drag the puzzle piece to its matching plural. Although students can drag and connect any word to any plural, all the incorrect answers will return to their original place when the last puzzle piece is dragged into place.

Plural Nouns

Students type the correct plural form (-s or -es) into the field next to its singular.

Spelling [-ed] Words

Adding a "d" to the end of words that end with an e. Fifteen words; they don't change when you click the "Start Again" button.

Spelling [-ing] Words

Same as above, but students have to drop the e and add -ing to the given words.

Suffix Practice

Students can choose from 3 different -s/-es and 3 different -ed/-ing activities. After they make the selection, they have to choose from a drop-down menu which of the two given suffixes is the correct one.

Verb Endings #1

Students choose the verb that would correctly complete each sentence.

Verb Endings #2

Same as above. Each of these sites has ten words; once you're done with those ten, there are no more selections to be made.

Word Building

Word Clouds

Kid-friendly version of Wordle – students type words into a box. Students type words into a box and then click the arrow. A Word Cloud appears. Words that are repeated do not appear more than once on the Word Cloud, but unlike Wordle, the size of the word doesn't seem to have anything to do with how many times it appears. There are options to Randomize, and to change the font, color & layout.

Put the Words in Alphabetical Order!

From Roy the Zebra. Students put words in alphabetical order by "plucking" them from a tree and dragging them to the correct spot on a list. From the links on the left side of the page, students can select a smaller section of the alphabet (a-g, h-n, or o-z).

Break it Up! Compound Words

Click and drag the divider between the two words that make up the compound word given.

Compound Word Match: Jobs, Nature, Sports

Connect the word in the left column to the one in the right column to make a compound word.

Construct-a-Word

Choose an ending (for example, -an, -ed, -ot) and drag it to the correct spot. Then see if you can find all the correct beginning sounds that would make real words.

Contractions Memory Match

Concentration-style game. Match each contraction to its word group by clicking the cards.

Code Breaking

The letters of a text are coded in strange symbols. Drag the letters to replace the symbols to reconstruct the original text. Incorrect letters will "stick" until the student requests a hint. Requires some thinking and concentration. Good for PACE students.

Double Consonants

From Roy the Zebra. For each given set of double consonants, students click and drag the correct letter pair to complete each word.

Singular or Plural?

From Roy the Zebra. Click and drag each word to its correct place in the "singular" or "plural" column. Five different games to choose from.

Words Within Words

From Roy the Zebra. For each word given, click and drag letters to form smaller words (example: if the given word is *small*, the student would see that word and *_ _ l*. They would click and drag *a* and *l* to make the word *all*).

Fun with Plurals

Three different levels. Match each word to its correct plural ending. Note: this site works without a password only within the district. Librarian will have username and password for home use.

Synonyms, Antonyms, and Homophones

Charlotte's Web: Pick the Perfect Word

Click the "Test Your Skills" sign in lower right-hand corner, then "Synonym Soup." Find all the synonyms for the word you see.

Synonym Sam's Lab

From Between the Lions. Listen to the description of Rufus the dog. Then find two other words that mean the same thing.

Bigbots

Can you feed Bigbot the correct word? Click the word that best completes the sentence. Then pull the green knob to launch the words into his mouth.

Synonym Challenge

How quickly can you find the synonym? When you see the synonym, click the round button at the bottom left of the screen.

Build Vocabulary with Synonyms from TV-411

For each sentence, click the synonym for the word in capital letters.

Power Words

Help Word Girl fight the bad guys by finding the correct synonym to help her.

Synonym Toast

Look at the word on the toaster. Click the pieces of bread that have a word that means the same.

Squanky the Tooth Fairy

Help Squanky find the antonyms before anyone wakes up!

Antonym Challenge

How quickly can you find the antonym? When you see the antonym, click the round button at the bottom left of the screen.

Antonym Jeopardy

Choose one-player to play against the computer or two-player to play with a friend. Type a word that is an antonym for the word you see. Multiple correct answers are possible.

Antonyms #1

27 different sets of questions to challenge your knowledge of antonyms.

Antonyms #2 and #3

From Pearson. Drag the correct antonyms to complete the sentences.

Adjective Antonyms

Connect the words in the first column to their correct antonyms in the second column.

Opposites Attract

Three different levels. Concentration-style game. How quickly can you find the antonyms? Note: this site works without a password only within the district. Librarian will have username and password for home use.

Robo-Bee

Click the bee and it will follow your mouse. Fly to the word that best completes the sentence or matches the definition.

Reading Skills Rocket: Synonyms, Antonyms, Homophones

Use context and what you know about word relationships to select the correct word.

Grammar Gold: Homophones

Choose the homophone that will complete each sentence correctly.

Homophone Definitions

Connect the homophones in the first column to their correct definitions in the second column.

Homophone Quiz #1

Read the sentences to yourself. Decide which of the homophones in the drop-down menu will correctly complete the sentence.

Homophone Super Match

Concentration-style game. Find the matching homophones.

Which One?

Decide if the word pairs are synonyms or antonyms.

Synonyms/Antonyms

Choose synonym or antonym, then match the word pairs by dragging the puzzle pieces together.

Roots, Prefixes, Suffixes

Charlotte's Web: Pick the Perfect Word

Click **The Goose** for prefixes. Look at all the words on the barn. If the word contains a prefix, drag it to Charlotte's web.

Prefix Mix

From TV-411. Look at the definition of the type of prefix in the box on the left. Then type a word that would correctly complete the sentence on the right.

Prefixes

From Pearson. Click and drag the words that have the correct prefix through the goalpost.

Prefix Match

Connect the prefixes in the first column to their correct definitions in the second column.

Suffix Practice

Click the red dot to select a type of suffix practice. Then use the drop-down menus to select the correct suffix for the given words.

Suffix Match

Connect the suffixes in the first column to their correct definitions in the second column.

It's Greek to Me

Choose Archery (easier) or Discus (harder). Then click the definition of the words to score points in the selected sport.

Dividing Root Words

Drag the dividing line to divide the root from the rest of the word. Click **Check It** to see if you're right. Click **Hint** to see the meaning of the root.

Root Word Meaning Match

Connect the root words in the first column to their correct definitions in the second column.

Reading Skills Rocket #1-#5

Read the passage and then answer questions, using your knowledge of roots, prefixes, and suffixes.

Short Circuit

Help Maggie restore power to her communicator by correctly matching the roots, prefixes, and suffixes. Be sure to read the directions so you'll know how to play.

Fish Tank

Look at each word. In the three blanks provided, type the prefix, root, and suffix of the word.

Flip-a-Chip

Click the Flip button to see a word and its affix. Drag the word to its correct location in the sentence. The sentence has several blanks, so read carefully!

WordWorks

Click a prefix or suffix to make a new word with the root. Then decide if the new word makes sense in the given sentence.

Comprehension

Character Scrapbook

From Scholastic. Interactive tool that helps students analyze characters in books they've read. Students enter book title & character name and fill in "Ten Words that Describe _____", "Ten Facts About _____'s Personality", "Ten Challenges that _____ Faced", etc. Students can also use drawing tools to create a picture of their character, and can print the scrapbook when they have completed it.

Conjunctions

From BBC. Click the rising bubble to select the conjunction ("joining word") that will correctly complete the sentence. When the word is in place, click Done to check answer.

Dig It: Making Predictions

Students read a paragraph and then click the statement that describes what is likely to happen next.

Binky's Fact or Opinion

Decide if Buster and Francine are stating a fact or an opinion.

Making Predictions

Students read a paragraph and then four possible predictions. They click the Yes or No column for each prediction to indicate if that choice is a reasonable prediction.

Match Author's Purpose/Message

Students match "cards" that have concepts such as plot, character, setting, etc. to their definitions.

Reading Ring

From Professor Garfield. Each "round" in the wrestling ring asks students to put the panels of a comic strip in the right order, and then answer three questions about the strip. Student must win three out of five rounds to be named the World Champion Word Wrestler.

Reading Skills Rocket: Main Idea/Details

Students read a passage, then answer multiple choice questions about the main idea & details of the story. They can click the Passage button if they need to re-read during the questioning portion.

Reading Skills Rocket: Summarize

Students read a passage, then answer multiple choice questions about the parts of the story they should include in a summary of that passage.

Reading Skills Rocket: Author's Purpose

Students read a passage, then answer multiple choice questions about the author's purpose.

Roy the Zebra: Does it Make Sense

Students click on the sentence that makes sense. Games 1-5 under *Zara* use high-frequency words, and students choose which of two sentences makes more sense. Games 1-5 under *Wellington* require students to drag words to form a sentence that makes sense.

Character Trading Cards

From ReadWriteThink. Students type summary of a character's appearance, personality, problem, etc. When finished, they can print the trading card and draw a picture of the character on the front of the card.

Match Story Elements

Students match "cards" that have possible descriptions of plot, character, setting, etc. to their definitions.

Realistic Story Elements

Students must decide if a sentence would be found in a realistic or fantasy story.

Compare & Contrast #1, #2, and #3

From Pearson. After reading instructions that discuss comparing (finding similarities) and contrasting (finding differences), students read a passage and then answer questions that pertain to the similarities and differences found in the passage.

Reading Skills Rocket: Compare & Contrast

Similar to above. Question focus is more on ways in which the author compares/contrasts in the passage.

Context Clues: Cows

Help the cows move to a new pasture by correctly answering the inferencing questions.

Reading Skills Rocket: Context Clues

Students read a passage, then answer questions that require understanding of context/inferencing.

Context Clues: Lewis & Clark, Moon Golf, and Unfamiliar Words 1 & 2

From Pearson. Students read a passage then answer questions that test their understanding of context clues.

Multiple Meaning Words #1

From TV411. From a list of words, students select the word that will correctly complete **both** sentences.

Multiple Meaning Words #2

From Pearson. Students answer multiple choice questions to determine their understanding of multiple meaning words.

Multiple Meaning Words #3

From Quia. Students can choose 1-player or 2-player game. Students select from a Jeopardy-like board one of the squares. They are given two definitions and must type the word that fits both definitions.

Reading

Into the Book

Teacher Area – fabulous strategies for helping your students become better readers.

Student Area – students type their first name to be given a Key so that the site will remember them the next time they visit. Follow the directions on screen to practice fabulous reading strategies.

International Children's Digital Library

Online books from many countries, in many languages. Go to <http://www.childrenslibrary.org/icdl/AdvancedSearchCategory?ilang=English> to search for books by age level, language, subject area, etc.

Kidsreads

Reviews and excerpts of popular books.

Random House Kids

Links to "mini-sites" for popular book series (e.g. Junie B. Jones, Magic Tree House, Encyclopedia Brown) include games, activities, and information about the books. Site includes areas for reviews of new/upcoming releases and a book recommendation page.

The Stacks for Kids from Scholastic

Similar to the Random House site (above) with games & activities, book suggestions by subject, and author spotlights.

Storyline Online

Popular books read aloud by members of the Screen Actors Guild. Includes suggested activities & activity guide for each story.

StoryPlace

Select English or Spanish. Click "Topsy Turvy Tale" to hear the featured story, or click "Other Themes" for more story options.

Factmonster

Almanac-style compendium of facts on topics such as geography, people, sports, science, and more. Includes a homework center, trivia, and daily facts.

Kids.gov

Links to lots of interesting info. From the K-5 drop-down menu, select topics such as arts, government, math, social studies. Each subject contains excellent links to kid-friendly pages of government web sites.

National Geographic for Kids

Games, activities, stories, and news related to our world.

Science News for Kids

Select a topic from the left sidebar and read the latest kid-friendly science news.

Sports Illustrated for Kids

Kid-friendly Sports news.

Student News Net

From Britannica Digital Learning. Includes Today in the News, Today in History, and current events on a wide variety of topics.

Time for Kids

Read the online version of the latest Time for Kids editions, by grade level.

Grammar/Punctuation/Proofreading

Power Proofreading

From Houghton Mifflin. The Newsdog needs proofreading technicians to fix TV scripts, memos, and other writings. Students select a grade level and story topic to proofread and edit.

Proofreading Makes Perfect! Levels (grades) 2-5

At each grade level, students can select the type of proofreading (capitalization/punctuation, spelling, word use, wrap-up) to practice. They make the corrections to words or sentences in a field and then click a button to self-check each response.

Magic Capitals

From Sheppard Software. Help the fairy capitalize the sentences by clicking on each letter that should be capitalized.

Capital Letters & Periods

Read the story of Dewi the Dragon and fix the capitals and periods. (Note: in England, they call a period a "full stop")

Punctuation Paintball

From iknowthat.com. Students select capital/lower case letter or a punctuation mark, then aim their paintball gun at the part of the sentence that needs to be corrected. Timed game. Great fun!

Grammar Gorillas

Students can choose beginner (nouns and verbs only) or advanced (all parts of speech). The directions are to click on [part of speech] in a series of sentences. They get immediate feedback as to whether their answer was correct or not.

Clean Up Your Grammar

From Scholastic's Miss Maggie. Recycle the trash that washes ashore by clicking and dragging the nouns and verbs to the correct bin.

Grammar Blast (7 different topics)

From Houghton Mifflin. Complete each sentence correctly by selecting the right answer from the four choices. Earn 10 points if you are correct on the first try and 5 points if you are correct on the second try.

Comma Chameleon

From Sheppard Software. Most chameleons eat bugs, but this one eats punctuation! Students click on the flying punctuation that belongs in each sentence.

Contractions Practice

Students see a sentence with two words underlined. They select from a drop-down list of two choices the correct contraction of those two words.

Contraction Concentration

Concentration-style game where students match the card with a contraction to the card with the two words from which the contraction is formed. A picture is revealed when all the cards have been turned over.

Match the Contractions

Students click and drag each contraction to its correct location next to the words from which the contraction is formed.

Third Person Verbs

Students type into each field the correct form of the given verb.

Verb Tenses

Students choose from three levels: Spot the verb in the sentence; Choose the right verb form; or Re-write the sentences. If they select the correct answer, they get to hunt for buried treasure!

Writing

Comic Creator

From ReadWriteThink. Students design a comic strip. They can select the number of panels and then add characters, props, and dialog.

Doodle Splash

From ReadWriteThink. Students use online drawing tools to create a doodle. They provide a summary of a text on which the doodle is based, an explanation of the doodle, and the significance of their doodle to the text. Doodle can be printed.

Friendly Letter Maker

From ABCya. Students see a preview explaining the different parts of a friendly letter. They are then prompted to compose each piece of the friendly letter (heading, salutation, body, etc.) and can print the letter when done.

Letter Generator

From ReadWriteThink. A sample letter is given, and when students mouse over each part they see an explanation. They then have a chance to compose their own friendly or business letter.

Get the Scoop!

From PBS Kids. Students must write a news story – but first they have to do some research! Students select places to gather research for the story, and the important points from each source are automatically added to a virtual journal. At each location, students can decide if they want to gather more facts or submit their story. After submission, there is a "rate my story" button so that students can get feedback on how complete their story was.

Postcard Creator

From ReadWriteThink. A sample postcard is given, and when students mouse over each part they see an explanation. They then have a chance to compose their own postcard.

Profile Publisher

From ReadWriteThink. Students can choose to create their own or a fictional character's profile. Topics include quotes, "about me," latest blog entry, and interests. After info is typed into fields, it is put into a nice blocked layout for one-page printing.

Writing with Writers

Each of the four sites addresses a different aspect or style of writing. Links on sidebars of each page direct students through a writing process and include tips on areas such as brainstorming, revision guidelines, and publishing.

Acrostic Poems

From ReadWriteThink. Students read a definition of an acrostic poem and can view examples before using the wizard to write their own.

Diamante Poems

From ReadWriteThink. Students read a definition of a diamante poem and can view examples before using the wizard to write their own.

Poetry Idea Engine

From Scholastic. Students can select from Haiku, Limerick, Cinquain, or Free Verse. They read definitions/explanations of each poem type and are prompted to create their own, filling in blanks with given words.

Poetry Splatter

From Reading is Fundamental. For each of the three poems, students click the "SPLAT" button to get a selection of suggested words to help them fill in the blanks of the given poem. They can print their finished product.

Refrigerator Magnet Poetry

Students click and drag words to the refrigerator to create poems. There are LOTS of words to choose from so it might be a little overwhelming for younger students or those who are not confident about their reading.

Shape Poems

From ReadWriteThink. Students read a definition of a shape poem and can view examples before using the wizard to write their own.

Horton Hears a Who StoryMaker

Students provide a name for their story, then are prompted to select background, characters, music, and text in each of three different scenes. When they click play, their selections are put into a flash animation.

Myths Brainstorming Machine

From Scholastic. Students use the prompts to help them create their own myth.

Scholastic's Story Starters

Students select their grade level and then spin each of four wheels to get a writing prompt. They then select whether they are writing for a notebook, letter, newspaper, or postcard. Students can use online drawing tools if they wish to include a picture.

Wacky Web Tales

Online Mad Libs – students type words/parts of speech as indicated and they are put into a funny story.

Daily Writing and Journal Prompts

Students (or teachers) scroll to the **CLICK here for a random writing prompt** button. Writing would be done in Word or in handwriting (i.e. nothing interactive on the site).

Student OWL (Online Writing Lab)

Each of the six links – Ideas, Organization, Voice, Sentence Fluency, Word Choice, and Conventions – has activities, suggestions, and examples for students to use to improve their writing.

Writing Prompts #1

Nothing to do online, just a long list of good writing prompts.

Writing Prompts #2

Click on a picture to select a category. In each category you can press buttons to create random writing prompts.